

FIG. 1
(PRIOR ART)

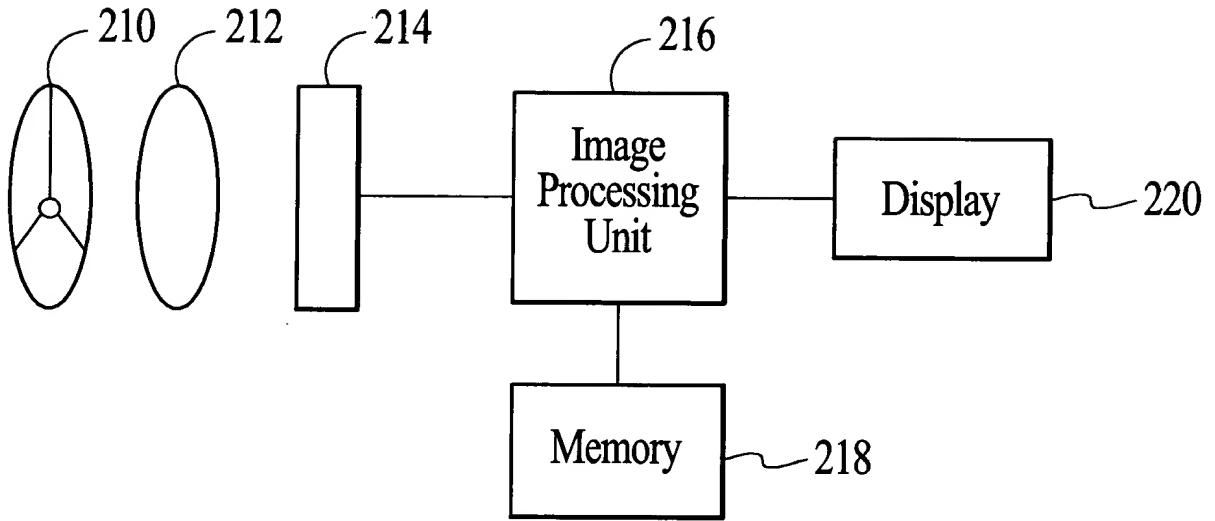
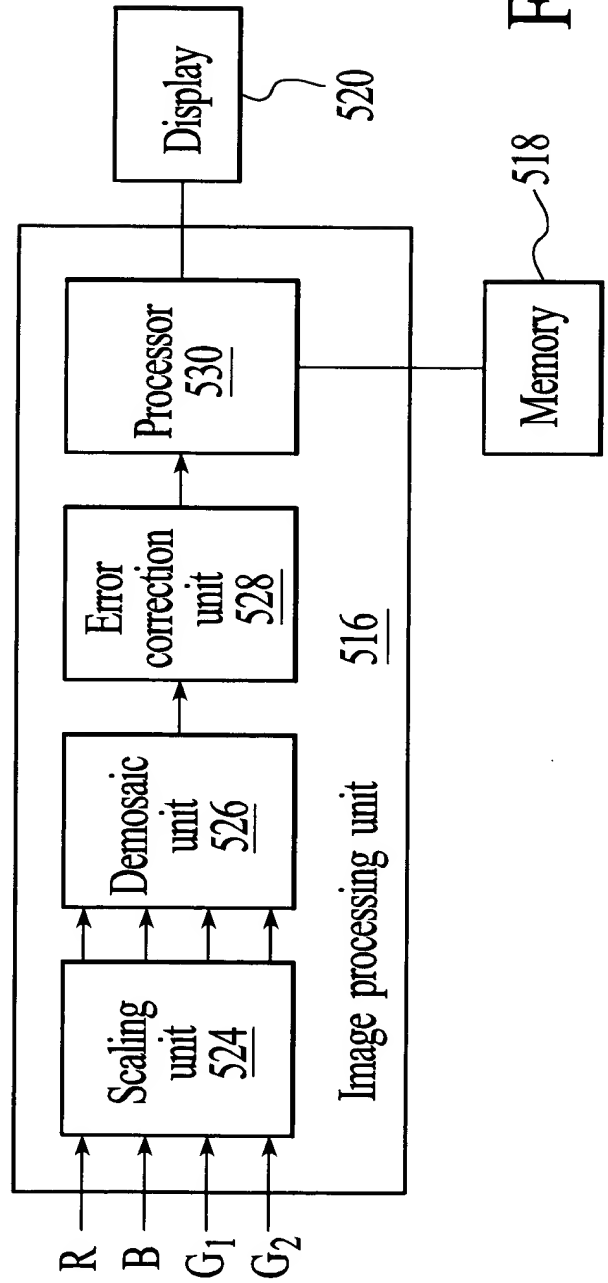
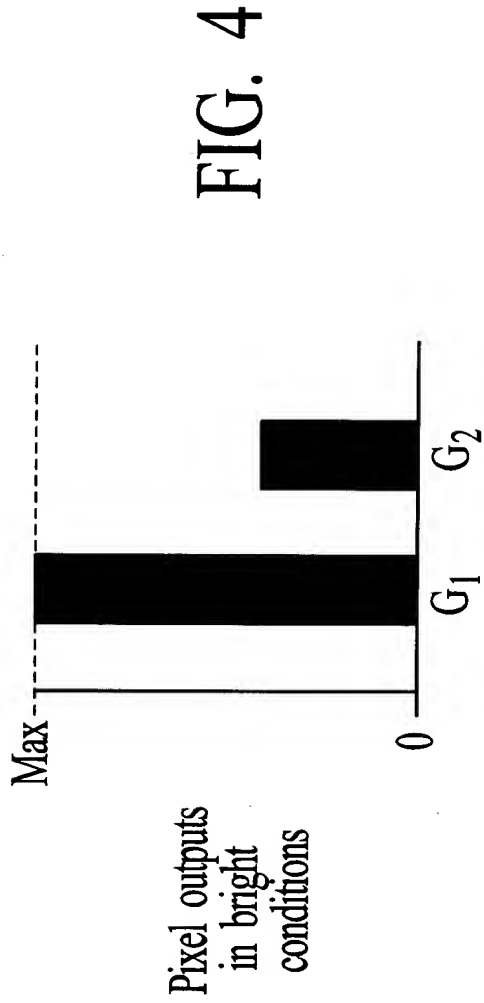


FIG. 2

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B	G ₁	B	G ₁	B	G ₁	B	G ₁
G ₂	R	G ₂	R	G ₂	R	G ₂	R
B	G ₁	B	G ₁	B	G ₁	B	G ₁
G ₂	R	G ₂	R	G ₂	R	G ₂	R
B	G ₁	B	G ₁	B	G ₁	B	G ₁
G ₂	R	G ₂	R	G ₂	R	G ₂	R
B	G ₁	B	G ₁	B	G ₁	B	G ₁
G ₂	R	G ₂	R	G ₂	R	G ₂	R

FIG. 3



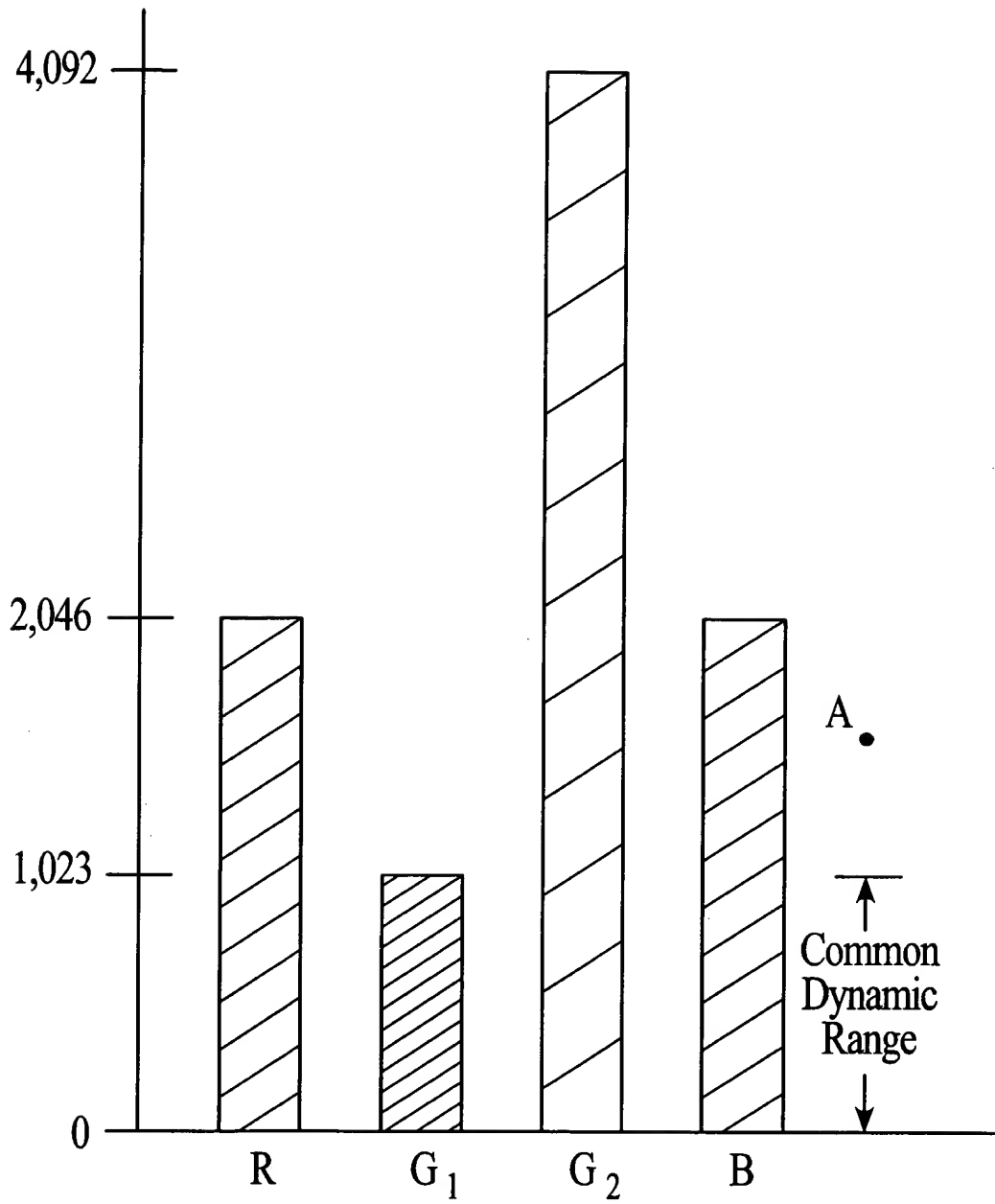


FIG. 6

12	O	O	X	O
11	X	O	X	X
10	X	X	X	X
9	X	X	X	X
8	X	X	X	X
7	X	X	X	X
6	X	X	X	X
5	X	X	X	X
4	X	X	X	X
3	X	X	X	X
2	X	X	O	X
1	O	X	O	O
Bit No.	R	G ₁	G ₂	B

FIG. 7

B	G ₁	B
G ₂	R	G ₂
B	G ₁	B

$G_{\text{red pixel location}} = (G_1 + G_2 + G_1 + G_2) / 4$

FIG. 8

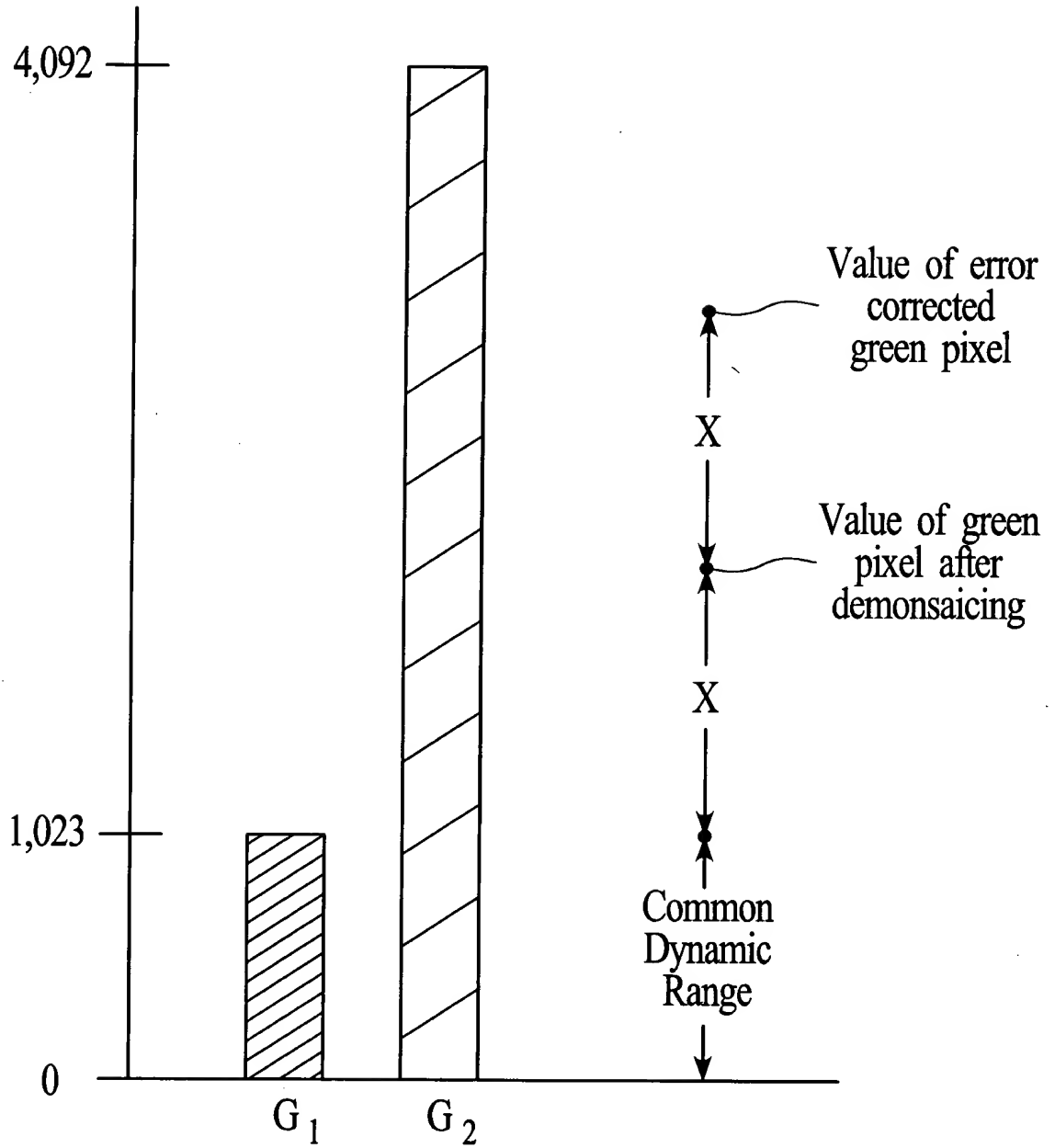


FIG. 9

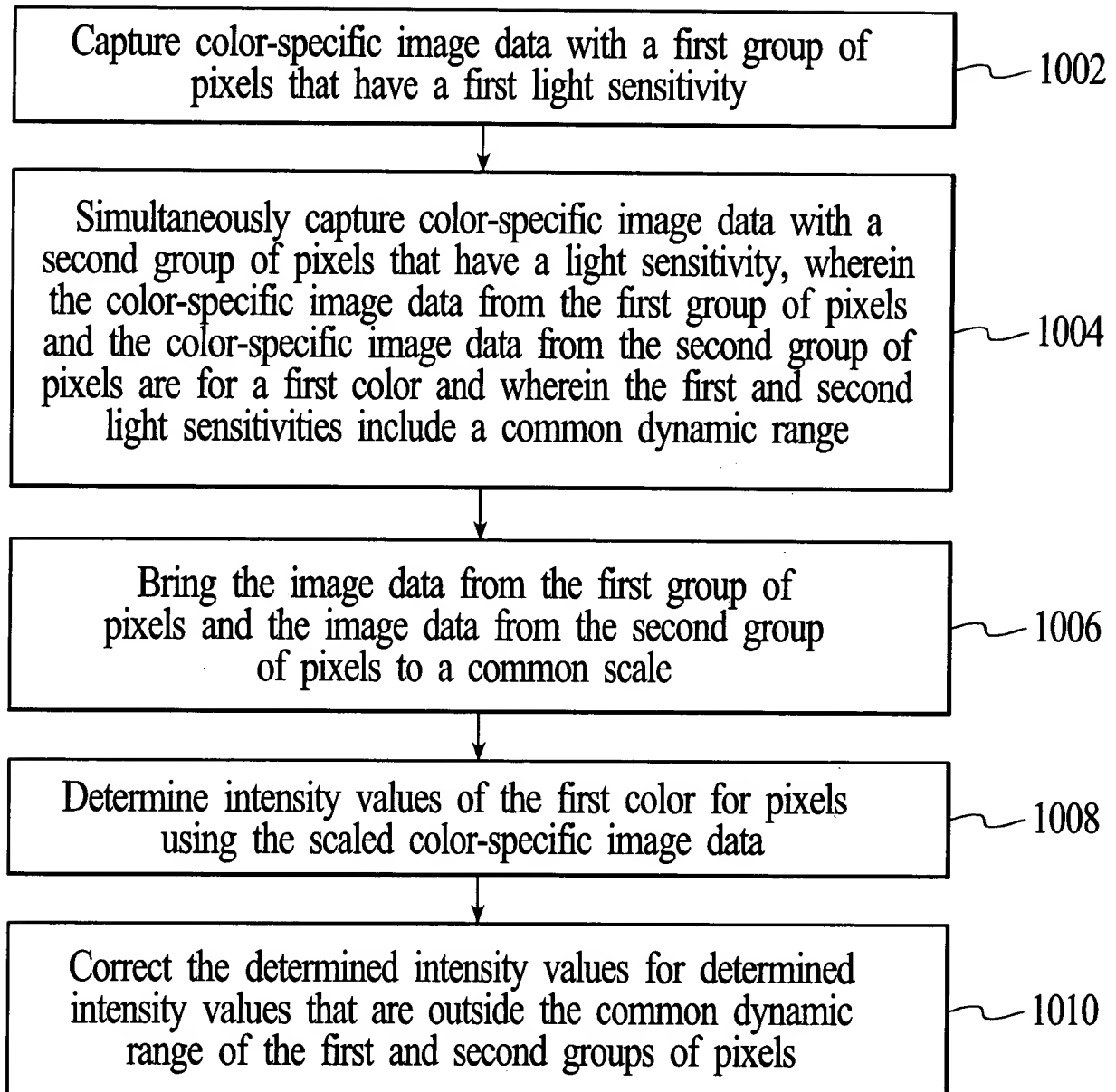


FIG. 10